

Chenyi Xiang

Portland Maine | 815-510-4667 | xiang.che@northeastern.edu

[LinkedIn](#) | [GitHub](#)

EDUCATION

Northeastern University

Master of Science in Computer Science

Sep. 2022 – Aug. 2025

GPA: 4.0

University of Nottingham

Bachelor of Applied Linguistics

Sep. 2018 – July. 2022

GPA: 3.8

TECHNICAL SKILLS

Languages: Python, C++, C, Java, Node.js, HTML/CSS, JavaScript, SQL

Developer Tools: Git, AWS, Zuul Gateway, Heroku, Google Cloud, Spring Cloud, VS Code, GitHub, Atom

Technologies/Frameworks: Unreal Engine 5, React, Bootstrap 5, Spring, Spring Boot, Flask, Mongo DB, jQuery

Related Courses/ Skills: OOD, Data Structure, Algorithm, Discrete Math, etc.

PROJECTS

Travel Recommendation Website Development | *React, Node.js, Mongo DB, JWT*

Jan. 2022 - Apr. 2022

- Developed a feature-rich website enabling users to leave comments, share place records and create personalized travel itineraries, with all CRUD method covered
- Applied Google Map API to render place details. Implemented authentication authorization through **JWT**
- Designed and built responsive and component-based web pages with **React**. Adopted RESTful APIs to handle HTTP requests and responses using **Node.js** and deployed on **Heroku** so that the website can run from the cloud for optimal performance and scalability. Utilized **MongoDB** to provide data storage

Hospital Registration Reservation System | *React, Spring Boot, Spring Cloud, Zuul Gateway, MySQL*

May. 2022 - Oct. 2022

- Built a website with user-friendly experience by using **React**
- Built RESTful APIs to handle HTTP requests and responses using **Java, Spring Boot**
- Stored real data using **MySQL** and deployed it to AWS for better simplicity and scalability
- Implemented a microservices architecture using **Spring Cloud** and **Zuul Gateway** for improved scalability and security

Unreal Shooter Game | *Unreal Engine 5, C++, Blueprint*

Jan. 2023 - Present

- Developed a first-person shooter game with enemy battles, level progression, and boss fights using **Unreal Engine 5** and **C++** as the primary programming language
- Utilized Unreal Engine 5's editor and **Blueprint** to create game world and characters
- Implemented game logic and AI behavior, including enemy patrols and attacks, player shooting, and health tracking, while utilizing **Git** for version control and **Visual Studio 2019** as the primary IDE for development and debugging

EXPERIENCE

Tencent Holdings Ltd.

July. 2021 – Sep. 2021

Product Manager Intern

China

- Performed data analysis between NOW Live and 4 main live streaming platforms counterparts
- Summarized the **10+** advantages and disadvantages of NOW Live and provided suggestions for improvement accordingly
- Conducted research on the price range of live gifts and released PRD (Product Requirements Document), proposed to increase the variety of gifts priced **500 -1000**
- Collaborated with development team to determine project timelines and ensure all requirements were clearly defined and feasible to implement and successfully increased sales in the range by **3 percent** in one month

Bytedance Technology Co., Ltd.

July 2020 – Oct. 2020

Operation Intern

Remote

- Analyzed the profiles of two head users and 2000+ general users of Xigua Video, concluded its advantages for knowledge bloggers
- Maintained relationship with **127** up-loaders on Xigua Video, commented **2,600+** videos and interacted with authors for 788 times
- Contributed quality review templates that can be copied based on the data feedback of video reviews and set criteria for good comments